



PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of: Christopher W.
Blackburn et al.

Examiner: Omkar A. Deodhar

Serial No.: 10/788,661

Group Art Unit: 3714

Filed: February 26, 2004

Docket: 1842.021US1

For: GAMING MANAGEMENT SERVICE IN A SERVICE-ORIENTED GAMING
NETWORK ENVIRONMENT

APPEAL BRIEF UNDER 37 CFR § 41.37

Mail Stop Appeal Brief- Patents
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

This Appeal Brief is presented in support of the Reinstatement of Notice of Appeal to the Board of Patent Appeals and Interferences, filed on May 26, 2010, from the Non-Final Rejection of claims 1-36 of the above-identified application, as set forth in the Non-Final Office Action mailed on February 26, 2010.

The Appellant has paid the fees associated with the previous Notice of Appeal and Appeal Brief, and believes that no further fees are due at this time. If further fees are in fact due, the Commissioner of Patents and Trademarks is hereby authorized to charge Deposit Account No. 19-0743 for any required amount. The Appellant respectfully requests consideration and reversal of the Examiner's rejections of the pending claims.

APPEAL BRIEF UNDER 37 C.F.R. § 41.37

TABLE OF CONTENTS

	<u>Page</u>
<u>1. REAL PARTY IN INTEREST</u>	3
<u>2. RELATED APPEALS AND INTERFERENCES</u>	4
<u>3. STATUS OF THE CLAIMS</u>	5
<u>4. STATUS OF AMENDMENTS</u>	6
<u>5. SUMMARY OF CLAIMED SUBJECT MATTER</u>	7
<u>6. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL</u>	11
<u>7. ARGUMENT</u>	12
<u>8. CLAIMS APPENDIX</u>	18
<u>9. EVIDENCE APPENDIX</u>	25
<u>10. RELATED PROCEEDINGS APPENDIX</u>	26

1. REAL PARTY IN INTEREST

The real party in interest of the above-captioned patent application is the assignee, WMS GAMING INC.

2. RELATED APPEALS AND INTERFERENCES

The following patent applications are related to the above-identified application, are currently appealed to the Board, and may directly affect or be directly affected by or have a bearing on the Board's decision in the pending appeal. No decisions have been rendered by the Board as of the filing of this Appeal Brief.

<u>App. Serial #</u>	<u>Attorney Docket</u>	<u>Title</u>
10/813,653	1842.017US1	EVENT MANAGEMENT SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/562,411	1842.019US1	GAMING NETWORK ENVIRONMENT PROVIDING A CASHLESS GAMING SERVICE
10/788,903	1842.020US1	A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/788,661	1842.021US1	GAMING MANAGEMENT SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/788,902	1842.022US1	GAME UPDATE SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/794,723	1842.024US1	DISCOVERY SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/794,422	1842.025US1	BOOT SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/796,562	1842.027US1	AUTHORIZATION SERVICE IN A SERVICE-ORIENTED GAMING NETWORK
10/802,700	1842.028US1	NAME SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/802,701	1842.029US1	TIME SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT
10/802,537	1842.031US1	MESSAGE DIRECTOR SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT

3. STATUS OF THE CLAIMS

The present application was filed on February 26, 2004 with claims 1-36. A non-final Office Action mailed June 15, 2007 rejected claims 1-36. A Restriction Requirement mailed November 28, 2007 stated that claims 1-36 were “withdrawn from consideration as directed to a non-elected invention.” A Final Office Action was mailed April 10, 2008 withdrawing the Restriction Requirement and rejecting claims 1-36. A second non-final Office Action dated February 26, 2010 (hereinafter “the Office Action”) rejected claims 1-36. Pending claims 1-36 stand at least twice rejected, remain pending, and are the subject of the present Appeal.

4. STATUS OF AMENDMENTS

No amendments have been made subsequent to the Office Action dated February 26, 2010.

5. SUMMARY OF CLAIMED SUBJECT MATTER

Some aspects of the present inventive subject matter include, but are not limited to, systems and methods that provide a gaming management service in a service-oriented gaming network environment. In general, the independent claims recite systems and methods that provide a three party handshake for providing a gaming management service on a wagering game network. The gaming management service first sends service information to a discovery agent, the discovery agent authorizes and authenticates the gaming management service and in response publishes the service information, and a client such as a wagering game machine desiring to use the gaming management service obtains the service information from the discovery agent and uses the service information to contact and utilize the gaming management service.

This summary is presented in compliance with the requirements of Title 37 C.F.R. § 41.37(c)(1)(v), mandating a “concise explanation of the subject matter defined in each of the independent claims involved in the appeal” Nothing contained in this summary is intended to change the specific language of the claims described, nor is the language of this summary to be construed so as to limit the scope of the claims in any way.

INDEPENDENT CLAIM 1

1. A method for providing a gaming management service in a gaming network, the method comprising:

sending service information for the gaming management service from the gaming management service to a discovery agent on the gaming network, wherein the gaming management service provides configuration updates for a plurality of gaming machines communicably coupled to the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game; [see e.g., FIGs. 1-2, element 10; FIG. 3, elements 302 and 304; Fig. 5B, elements 501, 502, 503 and 521; page 6, line 15 to page 7, line 12; page 17, lines 18-29; page 20, line 27 to page 21, line 7]

determining by the discovery agent if the gaming management service is authentic and authorized; [see e.g., Fig. 5B elements 522 and 523; page 21, lines 8-13]

in response to determining that the gaming management service is authentic and authorized, publishing service information to a service repository to make the gaming management service available on the gaming network; [see e.g., FIG. 3 elements 324 and 326; FIG. 5A element 510; FIG. 5B element 524; page 10, line 21 to page 12, line 27; page 21 lines 14-17]

receiving by the discovery agent a request for the location of the gaming management service from the gaming machine communicably coupled to the gaming network; [see e.g., FIG. 5B element 525, page 21 lines 18-20]

returning the service information for the gaming management service to the gaming machine; [see e.g., FIG. 5B elements 526, 527 and 528, page 21 lines 21-26]

sending a request using the service information to the gaming management service to register the gaming machine with the gaming management service; [see e.g., FIG. 5B, element 529; page 22, lines 1-2]

determining if the gaming machine is authorized to utilize the gaming management service; and [see e.g., FIG. 5B, elements 530 and 531; page 22, lines 3-6]

in response to determining that the gaming machine is authorized to utilize the gaming management service, processing one or more service requests between the gaming machine and the gaming management service so as to provide the configuration updates to the gaming machine. [see e.g., FIG. 5B, elements 536, 537 and 538; page 22, lines 14-22]

INDEPENDENT CLAIM 13

13. A gaming network system comprising:

a gaming management service communicably coupled to a gaming network, wherein the gaming management service is operable to provide configuration updates for a plurality of gaming machines communicably coupled to the gaming network and wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game; and [see e.g., FIGs. 1

and 2, element 10; FIG. 3, element 304; Fig. 5B, elements 501 and 502; page 6, line 15 to page 7, line 12; page 17, lines 18-29]

a discovery agent communicably coupled to the gaming network, the discovery agent operable to: [see e.g., FIG. 3, element 306; Fig. 5B, element 503, page 11, lines 15-27]

receive service information from the gaming management service, [see e.g., FIG. 5B, elements 521; page 21, lines 5-7]

determine if the gaming management service is authentic and authorized for the gaming network, and [see e.g., Fig. 5B elements 522 and 523; page 21, lines 8-13]

publish the service information to a service repository to make the game update service available on the gaming network; [see e.g., FIG. 3 elements 324 and 326; FIG. 5A element 510; FIG. 5B element 524; page 10, line 21 to page 12, line 27; page 21 lines 14-17]

wherein at least one gaming machine communicably of the plurality of gaming machines coupled to the gaming network is operable to issue a request for the location of the gaming management service to the discovery agent and use the service information received from the discovery agent to issue a registration request to the gaming management service; and [see e.g., FIG. 5B element 525, 526, 527 and 528; page 21 lines 18-26]

wherein the gaming management service is further operable to:

receive registration requests from the at least one gaming machine; [see e.g., FIG. 5B, element 529; page 22, lines 1-2]

verify that the at least one gaming machine is authorized to utilize the gaming management service, and [see e.g., FIG. 5B, elements 530 and 531; page 22, lines 3-6]

process service requests between the gaming machine and the gaming management service wherein configuration update information is communicated to the at least one gaming machine [see e.g., FIG. 5B, elements 536, 537 and 538; page 22, lines 14-22]

INDEPENDENT CLAIM 25

25. A computer-readable medium having computer executable instructions for performing a method for providing a gaming management service in a gaming network, the method comprising:

sending service information for the gaming management service from the gaming management service to a discovery agent on the gaming network, wherein the gaming management service provides configuration updates for a plurality of gaming machines communicably coupled to the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game; [see e.g., FIGs. 1-2, element 10; FIG. 3, elements 302 and 304; Fig. 5B, elements 501, 502, 503 and 521; page 6, line 15 to page 7, line 12; page 17, lines 18-29; page 20, line 27 to page 21, line 7]

determining by the discovery agent if the gaming management service is authentic and authorized; [see e.g., Fig. 5B elements 522 and 523; page 21, lines 8-13]

in response to determining that the gaming management service is authentic and authorized, publishing service information to a service repository to make the gaming management service available on the gaming network; [see e.g., FIG. 3 elements 324 and 326; FIG. 5A element 510; FIG. 5B element 524; page 10, line 21 to page 12, line 27; page 21 lines 14-17]

receiving by the discovery agent a request for the location of the gaming management service from the gaming machine; [see e.g., FIG. 5B element 525, page 21 lines 18-20]

returning the service information for the gaming management service to the gaming machine; [see e.g., FIG. 5B elements 526, 527 and 528, page 21 lines 21-26]

sending a request using the service information to the gaming management service to register the gaming machine with the gaming management service; [see e.g., FIG. 5B, element 529; page 22, lines 1-2]

determining if the gaming machine is authorized to utilize the gaming management service; and [see e.g., FIG. 5B, elements 530 and 531; page 22, lines 3-6]

in response to determining that the gaming machine is authorized to utilize the gaming management service, processing one or more service requests between the gaming machine and

the gaming management service so as to provide the configuration updates to the gaming machine. [see e.g., FIG. 5B, elements 536, 537 and 538; page 22, lines 14-22]

6. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

Claims 1, 13 and 25 were provisionally rejected under a non-statutory double patenting rejection as being unpatentable over claims 1, 8, 13, 20 and 27 of copending Application No. 10/788,902.

Claims 1-36 were rejected under 35 U.S.C. § 103(a) as being unpatentable over Gatto (U.S. Patent 6,916,247) in view of Lagosanto (U.S. Patent 7,003,663).

7. ARGUMENT

A) Discussion of the provisional double patenting rejection of claim 1-36

Claims 1, 13 and 25 were provisionally rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claims 1, 8, 13, 20 and 27 of copending Application No. 10/788,902. Appellant does not admit that the claims are obvious in view of copending Application No. 10/788,902. Because the present application and copending Application No. 10/788,902 are still undergoing prosecution, and because the rejection is a provisional rejection, Appellant submits that the double patenting issues are not yet ripe for appeal. However, Appellant will consider filing a Terminal Disclaimer in compliance with 37 C.F.R. 1.321(b)(iv) when all other issues related to the patentability of the claims have been resolved.

B) The Applicable Law under 35 U.S.C. §103

The determination of obviousness under 35 U.S.C. § 103 is a legal conclusion based on factual evidence. *See Princeton Biochemicals, Inc. v. Beckman Coulter, Inc.*, 411 F.3d 1332, 1336-37 (Fed.Cir. 2005). The legal conclusion that a claim is obvious within § 103(a) depends on at least four underlying factual issues set forth in *Graham v. John Deere Co. of Kansas City*, 383 U.S. 1, 17, 86 S.Ct. 684, 15 L.Ed.2d 545 (1966). The underlying factual issues set forth in *Graham* are as follows: (1) the scope and content of the prior art; (2) differences between the prior art and the claims at issue; (3) the level of ordinary skill in the pertinent art; and (4) evaluation of any relevant secondary considerations.

The Examiner has the burden under 35 U.S.C. § 103 to establish a *prima facie* case of obviousness. *In re Fine*, 837 F.2d 1071, 1074, 5 USPQ2d 1596, 1598 (Fed. Cir.1988). To establish *prima facie* obviousness of a claimed invention, all the claim limitations must be taught or suggested, by the prior art. *In re Royka*, 490 F.2d 981, 180 USPQ 580 (CCPA 1974) ; M.P.E.P. § 2143.03. "All words in a claim must be considered in judging the patentability of that claim against the prior art." *In re Wilson*, 424 F.2d 1382, 1385, 165 USPQ 494, 496 (CCPA 1970) ; M.P.E.P. § 2143.03. As part of establishing a *prima facie* case of obviousness, the Examiner's analysis must show that some objective teaching in the prior art or that knowledge

generally available to one of ordinary skill in the art would lead an individual to combine the relevant teaching of the references. *Id.* To facilitate review, this analysis should be made explicit. *KSR Int'l v. Teleflex Inc., et al.*, 127 S.Ct. 1727; 167 L.Ed 2d 705; 82 USPQ2d 1385 (2007) (citing *In re Kahn*, 441 F. 3d 977, 988 (Fed. Cir. 2006)).

The Federal Circuit has stated:

Obviousness is tested by "what the combined teaching of the references would have suggested to those of ordinary skill in the art." *In re Keller*, 642 F.2d 413, 425, 208 USPQ 871, 878 (CCPA 1981)). But it "cannot be established by combining the teachings of the prior art to produce the claimed invention, absent some teaching or suggestion supporting the combination." *ACS Hosp. Sys.*, 732 F.2d at 1577, 221 USPQ at 933. And "teachings of references can be combined *only* if there is some suggestion or incentive to do so." *Id.* (emphasis in original).

In re Fine, 837 F.2d 1071; 5 USPQ2d 1596 (Fed. Cir.1988).

The test for obviousness under §103 must take into consideration the invention as a whole; that is, one must consider the particular problem solved by the combination of elements that define the invention. *Interconnect Planning Corp. v. Feil*, 774 F.2d 1132, 1143, 227 USPQ 543, 551 (Fed. Cir.1985). The Examiner must, as one of the inquiries pertinent to any obviousness inquiry under 35 U.S.C. §103, recognize and consider not only the similarities but also the critical differences between the claimed invention and the prior art. *In re Bond*, 910 F.2d 831, 834, 15 USPQ2d 1566, 1568 (Fed. Cir. 1990), *reh'g denied*, 1990 U.S. App. LEXIS 19971 (Fed. Cir.1990). The fact that a reference teaches away from a claimed invention is highly probative that the reference would not have rendered the claimed invention obvious to one of ordinary skill in the art. *Stranco Inc. v. Atlantes Chemical Systems, Inc.*, 15 USPQ2d 1704, 1713 (Tex. 1990). When the prior art teaches away from combining certain known elements, discovery of a successful means of combining them is more likely to be nonobvious. *KSR Int'l v. Teleflex Inc., et al.*, 127 S.Ct. 1727; 167 L.Ed 2d 705; 82 USPQ2d 1385 (2007).

Further, conclusions of obviousness must be based on facts, not generality. *In re Warner*, 379 F.2d 1011, 1017 (C.C.P.A. 1967); *In re Freed*, 425 F.2d 785, 787 (C.C.P.A. 1970). In fact, there must be a rational underpinning grounded in evidence to support the legal conclusion of obviousness. The Federal Circuit has stated that, "rejections on obviousness grounds cannot be sustained by mere conclusory statements; instead, there must be some articulated reasoning with

some rational underpinning to support the legal conclusion of obviousness." *In re Kahn*, 441 F. 3d 977, 988 (Fed. Cir. 2006), citing *In re Lee*, 61 USPQ2d 1430 (Fed. Cir.2002); 72 FR 57527-28 (Oct. 10, 2007).

Moreover, "mere identification in the prior art of each element is insufficient to defeat the patentability of the combined subject matter as a whole." *In re Kahn*, 441 F. 3d 977, 988 (Fed. Cir. 2006). This was recently echoed by the U.S. Supreme Court in *KSR Int'l v. Teleflex Inc., et al.*, 127 S.Ct. 1727; 167 L.Ed 2d 705; 82 USPQ2d 1385 (2007) (a patent composed of several elements is not proved obvious merely by demonstrating that each of its elements was, independently, known in the prior art.).

C) Discussion of the rejection of claims 1-36 under 35 U.S.C. § 103(a) as being upatentable over Gatto in view of Lagosanto.

Claims 1-36 were rejected under 35 U.S.C. § 102(a) as being upatentable over Gatto (U.S. Patent 6,916,247, hereinafter "Gatto") in view of Lagosanto (U.S. Patent 7,003,663, hereinafter "Lagosanto"). This rejection is respectfully traversed, Appellant respectfully submits that the Examiner has erred because the Office Action has made an improper *prima facie* showing of obviousness, at least because the claims contain elements not found in either Gatto or Lagosanto, resulting in differences between the claims and the cited combination.

For example, claim 1 recites "sending service information for the gaming management service from the gaming management service to a discovery agent on the gaming network." Claims 13 and 25 recite similar elements regarding a service sending service information to a discovery agent. With respect to "sending service information," the Office Action states that Gatto discloses at column 15, lines 54-56, "publication of web services, UDDI, and software searching for, and binding to said services." Appellant respectfully disagrees that the cited section teaches "sending service information for the gaming management service from the gaming management service to a discovery agent on the gaming network." Gatto, at column 15, lines 54-62 states:

... UDDI nodes enables developers to publish web services and enables their software to search for and bind to services offered by others.

Network Services deliver loose coupling services between service requesters and service providers. Service requestors "consume" services provided by services providers. Publication of service descriptions play a central role to enable service requesters to discover available services and bind to them.

Nothing in the cited section, nor in Gatto as whole discloses that a service provider sends service information to a discovery agent. While Gatto does disclose that service information is published, Gatto is silent as to how the information is provided to a UDDI node in order to be published. It is neither inherent nor necessary that a service provide service information to a discovery agent. For example, one way known in the art is for a user to provide service information to a discovery agent using a user interface to provide configuration details or to direct the discovery agent to read configuration from a file. Gatto does not disclose any specific mechanism for a discovery agent to obtain service information, thus Gatto does not teach or suggest that a gaming management service sends "service information for the gaming management service from the gaming management service to a discovery agent on the gaming network" as recited in claim 1 and similarly recited in claims 13 and 25.

Further, claim 1 recites "determining by the discovery agent if the gaming management service is authentic and authorized." Claims 13 and 25 recite similar language with respect to a discovery agent authenticating and authorizing a gaming management service. The Office Action correctly states that Gatto does not teach the recited claim element. However, the Office Action attempts to cure the deficiency in Gatto, stating that Lagosanto, at column 6, lines 40-51, "teaches validating information prior to forming a service bundle that is to be published or released." Appellant respectfully disagrees, and submits that the Examiner has erred in interpreting that this discloses "determining by the discovery agent if the gaming management service is authentic and authorized" as recited in claims 1, 13 and 25. The cited portion of Lagosanto states:

As part of this process, the smart card can **validate the generic information** that is received from a remote server before it is added to the service bundle that is published on the network. For example, prior to storing the generic information 26 on the server 30, it can be encrypted or digitally signed, using a private or public key. When the information is subsequently retrieved from the server in response to the URL 32 provided by a card, the card can check the digital signature and/or decrypt the file,

using a private key stored in its memory. Once the information has been validated in this manner, it can then be combined with the specific information 28 to form the service bundle 18a. (emphasis added)

Appellant notes that the cited portion of Lagosanto does not disclose “determining by the discovery agent if the gaming management service is authentic and authorized,” rather Lagosanto disclose that a smart card determines if a certain portion of information to be included in a service bundle is valid. Determining that a certain portion of service information is valid is an entirely different matter from determining that the service itself is authorized for a gaming network. For example, service information describing a service may in fact be valid (i.e. confirmed as correct using a digitally encrypted certificate), and yet the service may not be authorized, even if the service is correctly described. Thus the validation in Lagosanto is different from the authorization recited in claims 1, 13 and 25. Therefore Lagosanto does not disclose “determining by the discovery agent if the gaming management service is authentic and authorized.”

For the reasons discussed above, neither Gatto nor Lagosanto, alone or in combination, disclose each and every element of claims 1, 13 and 25. Therefore there are differences between claims 1, 13 and 25 and the cited combination. As a result, claims 1, 13 and 15 are not obvious in view of the combination of Gatto and Lagosanto. Appellant respectfully requests reversal of the rejection of claims 1, 13 and 25.

Claims 2-12 depend from claim 1, claims 14-24 depend from claim 13 and claims 26-36 depend from claim 25. These dependent claims inherit the elements of their respective base claims 1, 13 and 25 and are therefore not obvious in view of the combination of Gatto and Lagosanto for at least the reasons discussed above regarding their respective base claims. Appellant respectfully requests reversal of the rejection of claims 2-12, 14-24 and 26-36.

SUMMARY

For the reasons argued above, claims 1-36 were not properly rejected under 35 U.S.C § 103(a) as being unpatentable over Gatto in view of Lagosanto.

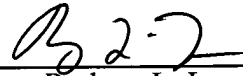
It is respectfully submitted that the art cited does anticipate the claims nor render the claims obvious and that the claims are patentable over the cited art. Reversal of the rejections and allowance of the pending claims are respectfully requested.

Respectfully submitted,

SCHWEGMAN, LUNDBERG & WOESSNER, P.A.
P.O. Box 2938
Minneapolis, MN 55402

Date December 27, 2010

By



Rodney L. Lacy

Reg. No. 41,136

CERTIFICATE UNDER 37 CFR 1.8: The undersigned hereby certifies that this correspondence is being deposited with the United States Postal Service with sufficient postage as first class mail, in an envelope addressed to: Mail Stop Appeal Brief-Patents, Commissioner of Patents, P.O. Box 1450, Alexandria, VA 22313-1450 on this 27th day of December, 2010.

Rodney L. Lacy
Name


Signature

8. CLAIMS APPENDIX

1. A method for providing a gaming management service in a gaming network, the method comprising:

sending service information for the gaming management service from the gaming management service to a discovery agent on the gaming network, wherein the gaming management service provides configuration updates for a plurality of gaming machines communicably coupled to the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

determining by the discovery agent if the gaming management service is authentic and authorized;

in response to determining that the gaming management service is authentic and authorized, publishing service information to a service repository to make the gaming management service available on the gaming network;

receiving by the discovery agent a request for the location of the gaming management service from the gaming machine communicably coupled to the gaming network;

returning the service information for the gaming management service to the gaming machine;

sending a request using the service information to the gaming management service to register the gaming machine with the gaming management service;

determining if the gaming machine is authorized to utilize the gaming management service; and

in response to determining that the gaming machine is authorized to utilize the gaming management service, processing one or more service requests between the gaming machine and the gaming management service so as to provide the configuration updates to the gaming machine.

2. The method of claim 1, wherein the gaming management service comprises a web service.
3. The method of claim 1, wherein the service request comprises a request for configuration update by the gaming machine.
4. The method of claim 3, further comprising:
receiving a configuration change; and
wherein the gaming management service issues a configuration update to the gaming machine in response to the configuration change.
5. The method of claim 1, wherein the service request comprises a request to download a configuration to the gaming machine.
6. The method of claim 1, wherein the service request comprises a query for the status of devices on the gaming network.
7. The method of claim 1, wherein the service request comprises an event report from the gaming machine to the gaming management service.
8. The method of claim 1, wherein the service request comprises a request for events that match a supplied criteria.
9. The method of claim 1, wherein the service request comprises a request by the gaming management service to query the gaming machine configuration.
10. The method of claim 1, wherein the service request comprises a request by the gaming management service to query a status of the gaming machine.

11. The method of claim 10, wherein the status includes a status of a device on the gaming machine.

12. The method of claim 11, wherein the device is a coin acceptor.

13. A gaming network system comprising:

a gaming management service communicably coupled to a gaming network, wherein the gaming management service is operable to provide configuration updates for a plurality of gaming machines communicably coupled to the gaming network and wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game; and

a discovery agent communicably coupled to the gaming network, the discovery agent operable to:

receive service information from the gaming management service,

determine if the gaming management service is authentic and authorized for the gaming network, and

publish the service information to a service repository to make the game update service available on the gaming network;

wherein at least one gaming machine communicably of the plurality of gaming machines coupled to the gaming network is operable to issue a request for the location of the gaming management service to the discovery agent and use the service information received from the discovery agent to issue a registration request to the gaming management service; and

wherein the gaming management service is further operable to:

receive registration requests from the at least one gaming machine;

verify that the at least one gaming machine is authorized to utilize the gaming management service, and

process service requests between the gaming machine and the gaming management service wherein configuration update information is communicated to the at least one gaming machine.

14. The gaming network system of claim 13, wherein the gaming management service comprises a web service.

15. The gaming network system of claim 13, wherein the service request comprises a request for configuration update by the gaming machine.

16. The gaming network system of claim 15, wherein the gaming management service is further operable to:

receive a configuration change; and

issue a configuration update to the gaming machine in response to the configuration change.

17. The gaming network system of claim 13, wherein the service request comprises a request to download a configuration to the gaming machine.

18. The gaming network system of claim 13, wherein the service request comprises a query for the status of devices on the gaming network.

19. The gaming network system of claim 13, wherein the service request comprises an event report from the gaming machine to the gaming management service.

20. The gaming network system of claim 13, wherein the service request comprises a request for events that match a supplied criteria.

21. The gaming network system of claim 13, wherein the service request comprises a request by the gaming management service to query the gaming machine configuration.

22. The gaming network system of claim 13, wherein the service request comprises a request by the gaming management service to query a status of the gaming machine.

23. The gaming network system of claim 22, wherein the status includes a status of a device on the gaming machine.

24. The gaming network system of claim 23, wherein the device is a coin acceptor.

25. A computer-readable medium having computer executable instructions for performing a method for providing a gaming management service in a gaming network, the method comprising:

- sending service information for the gaming management service from the gaming management service to a discovery agent on the gaming network, wherein the gaming management service provides configuration updates for a plurality of gaming machines communicably coupled to the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

- determining by the discovery agent if the gaming management service is authentic and authorized;

- in response to determining that the gaming management service is authentic and authorized, publishing service information to a service repository to make the gaming management service available on the gaming network;

- receiving by the discovery agent a request for the location of the gaming management service from the gaming machine;

- returning the service information for the gaming management service to the gaming machine;

- sending a request using the service information to the gaming management service to register the gaming machine with the gaming management service;

- determining if the gaming machine is authorized to utilize the gaming management service; and

- in response to determining that the gaming machine is authorized to utilize the gaming management service, processing one or more service requests between the gaming machine and the gaming management service so as to provide the configuration updates to the gaming machine.

26. The computer-readable medium of claim 25, wherein the gaming management service comprises a web service.

-
27. The computer-readable medium of claim 25, wherein the service request comprises a request for configuration update by the gaming machine.
28. The computer-readable medium of claim 27, wherein the method further comprises:
receiving a configuration change; and
wherein the gaming management service issues a configuration update to the gaming machine in response to the configuration change.
29. The computer-readable medium of claim 25, wherein the service request comprises a request to download a configuration to the gaming machine.
30. The computer-readable medium of claim 25, wherein the service request comprises a query for the status of devices on the gaming network.
31. The computer-readable medium of claim 25, wherein the service request comprises an event report from the gaming machine to the gaming management service.
32. The computer-readable medium of claim 25, wherein the service request comprises a request for events that match a supplied criteria.
33. The computer-readable medium of claim 25, wherein the service request comprises a request by the gaming management service to query the gaming machine configuration.
34. The computer-readable medium of claim 25, wherein the service request comprises a request by the gaming management service to query a status of the gaming machine.
35. The computer-readable medium of claim 34, wherein the status includes a status of a device on the gaming machine.
36. The computer-readable medium of claim 35, wherein the device is a coin acceptor.

9. EVIDENCE APPENDIX

None.

10. RELATED PROCEEDINGS APPENDIX

None.